

Picking up new readers all the

26

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2 DISKS!
2 FULL
GAMES!

AMIGA ACTION

Kick Off '96

DISK 1

Return of Gwendor

Exclusive
FULL GAME
on Amiga



Gwendor's back and he's even better than last time. Get swinging that sword!

AMIGA ACTION
© 1995 CDS

DISK 2

Seemore Doolittle's Toyland Capers

Exclusive
FULL GAME
on Amiga



If shoot-'em-ups are your thing they don't come much better than this!

AMIGA ACTION
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100% HDG

READ IT
EVERY WEEK
ON ALL OF
OUR MAGS

Also Inside Brian Lara '96. New license, same old game?

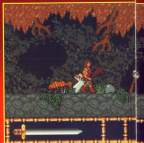
Yes folks, the 'great' Amiga Action coverdisk bandwagon continues to roll relentlessly on, gathering momentum all the while with another two disks packed to overflowing with the creative talents of some of the finest Amiga programmers around.

This month sees not one but two FULL games for you to spend literally minutes playing, and both come from the hands of multi talented BPM Promotions who, despite almost every other rat deserting the fast sinking ship remain steadfastly behind Commodore's ailing 'wonder' machine.

On disk 1 is the sequel to the highly popular Wrath of Gwendor which we featured a couple of months back. Return of Gwendor is very much in the same vein and will delight fans of the original for many a long session at their Amiga. It's just as good as the original so read into that what you will.

Disk 2 is another sequel to one of our previous disks. Seemore Doolittle's Toyland Capers sees the Amiga's answer to Mario come up from his underwater antics and start capering around in Toyland. Again fans of the original are going to love this, but everyone else'll probably hate it!

Cover Disks



RETURN

Disk 1
All Amiga

All you death fans will be perfectly as fair with the inner workings of this game, because it's quite similar in many ways (well, almost identical in a more accurate turn of phrase), but remember, not all of the ever growing Amiga Action readership will have got the hint it was featured on. Therefore you'll have to forgive us for going over old ground for their benefit.

The game is entirely joystick controlled with the direction corresponding to the way on... Gwendor moves around on the screen (and with this being a sideways scrolling affair that means up to jump etc). The fire button goes whenever you've got at the moment and will cut a number of projectiles ahead of you and strike fear into the heart of anything that happens to step into your path.

The only other thing you need to know is how to load it, and that let me tell you, is simplicity itself! Put the disk in the drive, turn on the power and Return of Gwendor will autoboot. After a couple of memory type screens, you'll get the option to press F1 or F2. Press F2 and the game will load in a matter of seconds! Make sure you've got plenty of hard in though because this one's so gripping you'll be locked to your computer for literally days!

**FULL
GAME!**





N OF GWENDOR

(WRATH II)





SEEMORE DOLITTLE'S TOYLAND CAPERS

disk 2
All Amigas

Seemore's back by popular demand! Yes, you asked for it, you practically begged for it, you offered personal services for it, and here it is! The sequel to Seemore's (Seemore's Underwater whatever) it was called is finally finished and we've rushed it onto disk 2 just for you displacing an exclusive demo of the top secret LUCASFILM Star Wars release (Dark Forces by the way, but it was a question of priorities, we just couldn't fit it in the face of public demand).

You probably know all this by now but... to beat the FULL GAME! put the disk in your drive and turn on the power. Easy isn't THAT all there is to it. The game will now autoboot and, if you can contain yourselves, why not press F1 first and have a quick look at the screenshots of some other forthcoming (WIP) releases. You know you want to.

When you're done browsing it's time to get into the game proper and it's own 'unique' brand of shoot-em-up action which I can't be bothered

FULL GAME!

describing how to play because it's self-explanatory everyone's played a similar game a thousand times before, and if you can't work it out for yourself then you probably don't deserve the chance to play this masterpiece! Sound harsh? Ask me if I can!

Duff Disks

If you put 'em in the drive and jam is not forthcoming, if the lights not on and the clock's not humming. Then there's no real need to bother and there's no need to despair.

Too all you need's a stonker and we're going to let you where you can get it. Or yes, you can't.

Write off to T8 at T8 House, Edwards Street, Dover is the number and you're gonna find it fast. When on your mat one sunny morning there is heard a heart's stop.

And you realise the postys made a most important drop. From Bradford, you Bradford, in West Yorkshire.



Reviews p10

Brian Lara '96..... 8
Old George's will send it these days and has had to make way for a more acceptable format

Rock Off '96..... 10
The series may have gone downhill since the legendary days of Rock Off 2, but this is still a good party game

Classic Review!..... 18
This month it's back with the classic *Super Mario Bros.* I don't know if it's the AA edition especially for you!



News & Competitions p16, p20, p32 & p34!

Not much news, again (surprise) but we do have an exclusive interview with black rap machine **John Maki** and a series of competitions giving you the chance to win the new **Jumpman Book!** Plus we've got some **Golden Records** and **Babyface** 5 edition CD offer on page 16, and last but not least we've brought you the new **Vallarta** and the **Fortune of Eve** to give away! For free and everything! It's an all out bonanza of all things competition like!



New(ish) Feature!

Dead Celebrity Game Guides p26

We weren't too far off the last bit of dirt back onto Sid Jamar's desecrated grave than we were off to 'disturb' the body of comic legend Leonard 'Foggy' Fogarty so that he could continue on without Sid left off on the *Beneath a Steel Sky* and *Operation: Wealth* guides. And bloody he wasn't best pleased about it. Started ranting on about black magic and somebody called him some 'irrelevant' words.



Game Guides and that lot

Indiana Jones & the Fate of Atlantis p22

We give the Action Path the once over this month. You know, the one with loads of fighting and drinking beer in it and stuff. The one that you lot never play. Because you're all cack. Yeah, you heard me, I said you're all cack! So what are you going to do about it eh? Duh, I'm cackin'!

High Seas Trader p24

There can be no denying that *Impression*'s used to put out some pretty exciting games (look they did) and this is one of the best. Loads of adventure on the high seas as well as loads of trading, presumably. Now don't get over excited mister. It's bad for your blood pressure.

Coverdisks p2

Disk 1

Return of Gwendor (Wrath II)

The immensely popular *Gwendor* series continues to go from strength to strength and we continue to bring you the latest instalment as soon as we get our grubby little hands on it. Loads more sword slaying excitement coupled with unrealistic animation combine to make a game that you'll be playing for weeks. Guaranteed!

Disk 2

Seemore Doollittle's Toyland Capers

Amiga Action proudly brings you yet another full game, and once again it's equal to one of our most popular coverdisks of recent times, *Seemore Doollittle's Underwater Adventure*. We know it was popular because we haven't had a single call pertaining to it being rubbish, or calling for the head of the incompetent editor.



ACTION REVIEW SPORTS SIM



Amiga Computing boy **ANDY MADDOCK** has been drafted in to give this latest in the Gooch cricket line the once over. Never mind though.

Brian Lara's Cr

Cricket games on the Amiga always appear to be a bit and miss affair (you know). It's not the fact cricket is a minority sport when compared to the likes of football and rugby, it's just that the games generally are simulations which narrow down the appeal (you intend) by a tremendous amount by having to be an Amiga owner with an interest in the game itself. You can't just pick up a ball and dog some balls about - you've got to get into the "swing" bit too.

By a general consensus of opinion about the office, cricket ultimately receives the "you're" treatment, although having said that, the closest an office worker getting to with cheap covered head-to-toe to someone while sipping a pint of bitter, watching the cricket is pretty unlikely these days. You'll either have to be unemployed or retired, and as the unemployed shouldn't be wasting their benefits on cricket if it balls down to boring old and windy. Now, how many of your granddads own Amiga? Hmm.

Cricket is, and always will be the last alternative to football and rugby. While these two are rolled just under an hour and a half, cricket takes at least a day to finish.



And while the excitement is now dropping during a football match (ending not feeling unbearably drained), cricket is a nice relaxing sport whereby you have to do absolutely nothing apart from applaud after the occasional over. It's a treat.

It's quite nice to confirm Brian Lara's Cricket with another game by Audiogenic, if you can remember Gooch Cricket's World Class Cricket then you'll know it's the same game although Gooch's recently retired from test cricket so a new sponsor or



replacement was to be found, and after Brian Lara reached up his memorable 100, something new against England, and consequently joined Warwickshire, he must have seemed a very likely candidate to star in his own game.

Actually, I now remember where this game came from. About four months ago we heard about a new Audiogenic cricket release which would be the sequel to Gooch's, and to be honest we were all expecting something completely different. Although, when the preview version finally made it's way to us it didn't have a name although it was considered to be called "Simon Kahn's Cricket", but we noticed that the number of changes were very slight and almost unnoticeable apart from the updated team and player names. At the preview stage, there is always plenty of room for improvement and thought, although when we got this version we were surprised to see the final.

The first noticeable aspect was of course the title of the game. As it's called Brian Lara's Cricket we expected to see him make an appearance. Nope, the manual clearly



Exclusive Reader Offer

In a dry barren wasteland out there in the Amiga games desert these days, Matty a handy adventurer has fallen by the wayside in the long and arduous search for an even half decent game, while plenty of others, have stumbled across a handy railway station and boarded the first train to PC City.

The lucky ones though found the game oasis that is the Vahlalla series - guaranteed to quench the thirst of even the most dehydrated, journey weary players. Tough, enjoyable and dangerously addictive the games have always started well in the hands of reviewers who know what they're talking about and almost everyone who's ever picked up a joystick and taken up the quest has played the game to it's distant conclusion.

Well, with the advent of part three - The Fortress of Eve, Amiga Action and Vulcan Software have teamed up again to bring you an exclusive reader offer! Vahlalla 3 will never be available in the shops so the only place you can get it from is through us.

If you're not convinced of its worth read the review, play the cover disk then get your chequebook/credit card out and fill in the form below. Then, in no time at all you'll be able to imagine yourself once again in the world of Vahlalla.

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You can order Vahlalla 3 by phone as well if you've got a credit card. Simply phone 01705 670268 and say that you'd like to take advantage of the Exclusive Amiga Action Reader offer. Simple as that.



Please send a copy of Vahlalla 3 for the Amiga to:
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Expiry Date

Signature

ACTION REVIEW SPORTS SIM



Not content with an already excessive workload **ANDY MADDOCK** coins it in through yet more freelance work

When Amiga released Kick Off around 1990 the whole world was in awe and couldn't wait for the sequel. And when it finally arrived, it was even better than the first because it contained a much desired management option which had by yet been done on the Amiga at that time. It seemed like Amiga couldn't put a foot wrong, although they had put themselves in a position where everybody knew they were going to mess up, although nobody knew when.

As we later found out, they managed to squeeze Kick Off 2 out not long after Player Manager, and it was beyond everybody's expectations. This is the point where disaster struck. Steve Smeeth, the man behind the graphics and sound behind Kick Off

somehow departed company with the game's programmer and designer Dina Olin. The result was absolutely abhorred.

Steve Smeeth went on to produce Kick Off 3 after he had promptly taken all his previous copyrights with him and his result was pretty pathetic to say the least. Dina Olin was right to go his separate way for over his effort. Could was one of the best football games on the

Amiga.

However, Amiga have gone ahead with Steve Smeeth's Player Manager series which was unfortunately good although the question is, has he gone to far with Kick Off '96 which has a hell of a lot to live up to. When you get into the game after loading the three-disk set are presented with 40



Kick



The actual tactics look pretty good although the gameplay is average

If you press the space bar you get the option to select a formation from 4-4-2 to 4-2-2



England

Apr 6	0
Apr 7	0
Apr 8	0
Apr 9	0
Apr 10	0
Apr 11	0
Apr 12	0
Apr 13	0
Apr 14	0
Apr 15	0
Apr 16	0
Apr 17	0
Apr 18	0
Apr 19	0
Apr 20	0
Apr 21	0
Apr 22	0
Apr 23	0
Apr 24	0
Apr 25	0
Apr 26	0
Apr 27	0
Apr 28	0
Apr 29	0
Apr 30	0

England

Apr 6	0
Apr 7	0
Apr 8	0
Apr 9	0
Apr 10	0
Apr 11	0
Apr 12	0
Apr 13	0
Apr 14	0
Apr 15	0
Apr 16	0
Apr 17	0
Apr 18	0
Apr 19	0
Apr 20	0
Apr 21	0
Apr 22	0
Apr 23	0
Apr 24	0
Apr 25	0
Apr 26	0
Apr 27	0
Apr 28	0
Apr 29	0
Apr 30	0



Off '96

international squads to choose from and that's not all. When most games might square in about 10 or something, Kick Off '96 goes the whole hog, and gives you an extra 750 clubs to choose from. So the chance to play with your favourite side is ever-present and although the data is supposed to be correct for the '96 season, the

League Tables

	P	W	D	L	GF	GA	Pts
1. Arsenal	0	0	0	0	0	0	0
2. Aston Villa	0	0	0	0	0	0	0
3. Blackburn	0	0	0	0	0	0	0
4. Bolton	0	0	0	0	0	0	0
5. Bristol City	0	0	0	0	0	0	0
6. Bristol Rovers	0	0	0	0	0	0	0
7. Burnley	0	0	0	0	0	0	0
8. Cardiff City	0	0	0	0	0	0	0
9. Charlton Athletic	0	0	0	0	0	0	0
10. Chester City	0	0	0	0	0	0	0
11. Chesterfield	0	0	0	0	0	0	0
12. Coventry City	0	0	0	0	0	0	0
13. Crewe Alexandra	0	0	0	0	0	0	0
14. Derby County	0	0	0	0	0	0	0
15. Doncaster Rovers	0	0	0	0	0	0	0
16. Dundee United	0	0	0	0	0	0	0
17. Exeter City	0	0	0	0	0	0	0
18. Exeter Saints	0	0	0	0	0	0	0
19. Grimsby Town	0	0	0	0	0	0	0
20. Huddersfield Town	0	0	0	0	0	0	0
21. Hull City	0	0	0	0	0	0	0
22. Ipswich Town	0	0	0	0	0	0	0
23. Leeds United	0	0	0	0	0	0	0
24. Luton Town	0	0	0	0	0	0	0
25. Millwall	0	0	0	0	0	0	0
26. Middlesbrough	0	0	0	0	0	0	0
27. Notts County	0	0	0	0	0	0	0
28. Oldham Athletic	0	0	0	0	0	0	0
29. Oxford United	0	0	0	0	0	0	0
30. Peterborough United	0	0	0	0	0	0	0
31. Plymouth Argyle	0	0	0	0	0	0	0
32. Queens Park Rangers	0	0	0	0	0	0	0
33. Reading	0	0	0	0	0	0	0
34. Rochdale	0	0	0	0	0	0	0
35. Rotherham United	0	0	0	0	0	0	0
36. Shrewsbury Town	0	0	0	0	0	0	0
37. Southend United	0	0	0	0	0	0	0
38. South Shields	0	0	0	0	0	0	0
39. Stockport County	0	0	0	0	0	0	0
40. Swindon Town	0	0	0	0	0	0	0
41. Telford United	0	0	0	0	0	0	0
42. Torquay United	0	0	0	0	0	0	0
43. Tranmere Rovers	0	0	0	0	0	0	0
44. Walsley	0	0	0	0	0	0	0
45. Walsingham	0	0	0	0	0	0	0
46. Walsley	0	0	0	0	0	0	0
47. Walsley	0	0	0	0	0	0	0
48. Walsley	0	0	0	0	0	0	0
49. Walsley	0	0	0	0	0	0	0
50. Walsley	0	0	0	0	0	0	0

Match

1. Arsenal	0	0	0	0	0	0	0
2. Aston Villa	0	0	0	0	0	0	0
3. Blackburn	0	0	0	0	0	0	0
4. Bolton	0	0	0	0	0	0	0
5. Bristol City	0	0	0	0	0	0	0
6. Bristol Rovers	0	0	0	0	0	0	0
7. Burnley	0	0	0	0	0	0	0
8. Cardiff City	0	0	0	0	0	0	0
9. Charlton Athletic	0	0	0	0	0	0	0
10. Chester City	0	0	0	0	0	0	0
11. Chesterfield	0	0	0	0	0	0	0
12. Coventry City	0	0	0	0	0	0	0
13. Crewe Alexandra	0	0	0	0	0	0	0
14. Derby County	0	0	0	0	0	0	0
15. Doncaster Rovers	0	0	0	0	0	0	0
16. Dundee United	0	0	0	0	0	0	0
17. Exeter City	0	0	0	0	0	0	0
18. Exeter Saints	0	0	0	0	0	0	0
19. Grimsby Town	0	0	0	0	0	0	0
20. Huddersfield Town	0	0	0	0	0	0	0
21. Hull City	0	0	0	0	0	0	0
22. Ipswich Town	0	0	0	0	0	0	0
23. Leeds United	0	0	0	0	0	0	0
24. Luton Town	0	0	0	0	0	0	0
25. Millwall	0	0	0	0	0	0	0
26. Middlesbrough	0	0	0	0	0	0	0
27. Notts County	0	0	0	0	0	0	0
28. Oldham Athletic	0	0	0	0	0	0	0
29. Oxford United	0	0	0	0	0	0	0
30. Peterborough United	0	0	0	0	0	0	0
31. Plymouth Argyle	0	0	0	0	0	0	0
32. Queens Park Rangers	0	0	0	0	0	0	0
33. Reading	0	0	0	0	0	0	0
34. Rochdale	0	0	0	0	0	0	0
35. Rotherham United	0	0	0	0	0	0	0
36. Shrewsbury Town	0	0	0	0	0	0	0
37. Southend United	0	0	0	0	0	0	0
38. South Shields	0	0	0	0	0	0	0
39. Stockport County	0	0	0	0	0	0	0
40. Swindon Town	0	0	0	0	0	0	0
41. Telford United	0	0	0	0	0	0	0
42. Torquay United	0	0	0	0	0	0	0
43. Tranmere Rovers	0	0	0	0	0	0	0
44. Walsley	0	0	0	0	0	0	0
45. Walsingham	0	0	0	0	0	0	0
46. Walsley	0	0	0	0	0	0	0
47. Walsley	0	0	0	0	0	0	0
48. Walsley	0	0	0	0	0	0	0
49. Walsley	0	0	0	0	0	0	0
50. Walsley	0	0	0	0	0	0	0



new season will now be underway and consequently it will be out of date. To compensate, you are given the choice to roll your competitions on at least you can make up the new leagues. And that's not all, you can also select a dream team which gives you the choice to select 11 of your favourite players from all over the world on the opportunities are endless for all starliners and football breaks all over the country. All these options may sound perfect and may add to the presentation aspect of Kick Off '96 but if the actual arcade playing bit is an absolute disaster then these aren't even

worth mentioning. Before you start playing properly, you get the usual choice between Arcade and Simulation mode and most of the time you will barely find any noticeable differences at all, and it seems that this is the case with Kick Off '96. The manual informs me that the shooting is around 20 per cent better in Arcade mode which, only, makes all the difference. The simulation mode carries suspensions for bookings and warnings off and your players can get injured, and that's about it. However, I've got to hand it to Amiga

They have managed to include as many options as possible and just about everything on-screen is configurable and can be set to your own particular preference which is all too rare nowadays.

Another feature which I suppose should be a bonus is that you have the choice of two angles to view the action from, the first is very similar to Goal! and the other is very similar to Elite's odd looking. The latter is like a 3D perspective view but I'm afraid it doesn't work at all. The angles are all wrong, because if you are playing down the pitch, as you get into the 18 yard line, this huge net will appear making the players look like ants. And it's centered at the top of the screen the net is about an inch wide

The New Season

There haven't been many football games released over the last few months, although I'm sure Kick Off '90 won't spend the winter here (despite the name), especially as a special Euro '90 version was released around two months ago. Also, with the new season about to start, the football market should be beginning to pick up so we could see literally hundreds of decent football games over the next few months. We can almost guarantee they'll be a new version of inevitable World of Soccer, maybe with new teams and some new additions to the gameplay. The next new football game will probably fall from Brazil as we heard some there was a new sensation brewing over there. Let's hope their programming ability is as good as their national football side.

making it difficult to score.

The main problem is the graphics, the pitch is drawn with vertical stripes because from a programmers point of view, it's

difficult to draw huge chunky graphics the size of a football pitch at speed in 3D. So to compensate, the pitch is made up of two shades of green cutting along. The only guidelines you have to where you are going are the white pitch markings. If you happen to stray midway down one of the wings, you won't find any, so you can't tell if you're actually running or not until the goal line appears you are about 10 yards short!

Another problem is when you're running if you keep the button held down to pass the ball, when you let go, the game does nothing and appears to freeze up until you touch the joystick again, so it gets a bit stupid after a while as everything on screen just stops dead.

And I'm not even going to mention the poor beeping sound which is supposed to pass as crowd atmosphere, it's absolute pants and sounds more like your monitor's about to blow up.



THE LOW-DOWN

PUBLISHER AMCO
CONTACT 01322 295113
NO INSTALLABLE No
PRICE £19.99

GRAPHICS	75%
SOUND	55%
PLAYABILITY	75%
DIFFICULTY	Hard

As it stands, Kick Off '90 should be much better than it is. The options and presentation is all there, and it looks like you're in for a special treat when you find you can select a 3D view. Although, as soon as the game begins you are stuck and absolute nightmare.

It's far too difficult to control and the computer opposition are too good as they win by about 10 goals all the time, so tactics and playing styles go right out of the window. I can only recommend this game to die-hard football fans, who are willing to go through extreme frustration just to have a kick about.

REVIEWED BY ANDY MADDOCK

OVERALL SCORE

73%

Get a li

This month, Amiga Action's pulsating lifestyle section pumps wildly with fresh new videos and an awesome selection of graphic novels and comic book goodness. Come join us for the non-games related ride of your life! Phew!

SPACE TREAT



From Hanks, Kevin Bacon and Bill Paxton all star in this true life tale of America's astronauts. They train, they get excited, they fly, almost, head for the moon and then everything goes slightly paraphrased. They're called bean beans, they're being oxygen by the second and they are in desperate need of a life saving plant. Can the boys back at home come up with the goods? Well their oxygen supply had until they reach home! Or not, can't I tell you, Apollo 13, two coffee table books that it is, is more out to buy and a handy banner. Or it will be, pretty damn soon.

Apollo 13
Available: 7th October

FEDDERLY TOUGH BONE

Ponytails, broken bones and tough justice - that's what you'll get when you buy Steven Seagal's latest, *Out For Justice*. He is Gino Folino, mild mannered police officer, and he's out to find the drug-crusted murderers who 'robbed' his best pal. Explosive action in the middle of Boulder, more ponytails and many more broken bones later, big Seve, predictably, comes out on top. This is, apparently, a Warner Brothers Classic Movie, and as such it gets re-released at the low low price of \$5.99. Bargain? You decide.

Out For Justice
Available: 16th September

DIE HARD ON A PLANE

Think Willey. Think Seagal. Think Die Hard. Think airplanes. Think dodges in time zones. Passenger 13 involves our Willey coming around a plane being his for the world given as a group of armed terrorists attempt to take control. Can loads of witty one liners and plenty of A Team style fights and you're halfway there. It's more out to buy, if you love it. Or you like giving people soft Warner Brothers Classic Movie birthday presents, then this might just suffice.

Passenger 13, Available: 16th September



CLASSIC DWARF FLICK

Starring John Cleese, Sean Connery and a load of height-restricted actors, *Time Bandits* tells the tale of a weird bunch of time-travelling dwarves who take a young boy along for the ride, to be frank. They zip through time and space like merry go-rounds and have it all up to the man. This is Gulliver at his best. Now available in a special wide screen format for just over a fiver. Go out and purchase!

Time Bandits, Available: 17th August



WACKY SIXTIES JIVE

"Oh, all up! Roll up for the mystery hour!" Right, here I am, in 1967, last ticket in hand, awaiting the arrival of The Beatles' Magical Mystery Tour and guess what? Yep, it's late, 20 years late to be precise, but hey, who cares! Let's all go down and pretend we understand what's going on in this amazingly heyday flick from the sixties. So, come board the film, including Foot On The Hill, Your Mother Should Know and the awesome I Am The Walrus. It features many surreal gags, the sort of which most have portrayed Monty Python into some kind of comedy work, and at £18.99, it's a sure fire buy for

any well-respecting Beatles lover. Hop aboard and prepare for your brain to be melted as George, Paul, John and Ringo blow your mind!

The Beatles - Magical Mystery Tour
Available: 12th August



Life!



SPACE TREAT 21

Beyond Vision's serial sci-fi collection just gets bigger. Mail order has now found the Outer Limits video line, made just below last month's Babylon 5 Volume 14 out to buy too! This one stars Star Trek's Walter "Chekov" Koenig in the episode A Race Through Dark Places, plus an additional episode entitled Soul Mates. (We should see you back around \$12.99, but if you'd rather get one for free and a copy of the Outer Limits vid books in for good luck, then simply answer the following question: Babylon 5 Volume 14 co-stars Bill Mumy. But which famous sci-fi adventure is still more famous here? Answer to the usual address, if you would.

Babylon 5 - Volume 14
Available: 2nd September

IMAGINATION HAS NO LIMITS

The new series of The Outer Limits goes from strength to strength with this latest addition to their most expanding collection of retail videos. Volume 5 showcases "The Second Soul", a story about evilbeing, getting in contact with an alien infomaniac, and "Lunar Of The Lost", a bizarre tale of an injured priest who starts visualizing demons in every dark corner. It's all fairly weird, and those who love the 1st show can now watch these wacky treats anytime you like.

The Outer Limits - Volume 5
Available: 2nd September



ARMY INVASION

Reppable by the biggest sci-fi movie since Star Wars, Independence Day is the ultimate alien invasion movie of all time. This hot-and-blooming look at how it was all made possible, has now been made available by Titan Books for the full colour paperback price of £12.99. The whole thing is just packed with exclusive interviews with the actors, the producers, the special effects makers - basically everybody who was involved, plus there's millions of stills and pictures of how they are about blowing up the White House, making 15 mile wide space ships and all the other crazy stuff the makers got up to whilst working on this awesome movie. A definite read for anyone who's the slightest interest in the ground-breaking action adventure!

The Making Of
Independence Day
Available: Now...

CRAP VID CORNER



who's fighting back against a mafia, in L.A., is something. Anyway, it's one of those straight-to-video sort of movies. No Oscars, vague storyline and crappy acting. Avoid! Avoid!

Tails You Live, Heads You're Dead
Available: 23rd August

This month, following last issue's amazing Boushander 3, we have an all-time Crap Vid in our corner. It goes by the amazing title of: Tails you win, Heads you're dead, and it stars L.A. Law's Corbin Bernsen. Why he bothered we don't know, all we know is that it's all about some victim

FATTY BUYS THE FARM

The original hardback edition was an instant sell-out. It's just soooooed the 1996 Eisner Award for the Best Limited Series at the San Diego comics convention. Now, Frank Miller's third installment of this awesome Sin City series is here! (in paperback) £11.99 will see you right for an enthralling action-adventure starring the hero of Sin City: A Dame To Kill For. Delight, battling to save Old Town being overrun by the mob. He's desperately trying to keep the police and the press out of these two, which results in some serious blood-shedding as Miller's most visually amazing black and white artwork. It's a beauty, whatever way you look at it, so go get yourself a copy, and maybe...

Sin City: The Big Fat Kill
Available: 23rd August



RAIS ENTERTAINMENT!

Another collection of thrilling Batman tales awaits you if you get hold of Dark Legends this summer. Four short stories from the Legends Of The Dark Knight series have been reprinted into one paperback wad of pure graphic novel glory, each one showing a different side of the Batman not often seen. Again, Dennis O'Neil and Alan Grant share some of the writing credits, as do Bryan Talbot, Dan Ruppel and Mike Mignola, resulting in some of the scariest and thought-provoking stories of the Dark Knight you're ever likely to read. Dark Legends would be a wise and most excellent purchase.

BATMAN: Dark Legends
Available: Now

IT'S THE AMIGA ACTION BIZARRE GIVEAWAY AND WE'RE MAD FOR IT!

Yes, prices. You want 'em, we don't, so we're giving you, our top readers, the chance to win bodies upon bodies of top gaming gear in one great big goody bag of erm, goodies. Included in this bundle of fun is one brand new, still-in-its-box Axis Interactor, several videos ranging from cartoon Batman flicks to the more sedate BBC drama dross that we get sent each month, plus loads of games for you to play with every day of the week, toys to fiddle about with, books to read, pens to write things with, magazines to roll up and (I'll choose annoying summer wasps with, old chairs to laugh at and possibly smell and erm, loads of other tat we've found whilst tidying the office can all be yours for the price of a stamp and by answering this simple Amiga Action based of merry men-related question: Where on earth was AA hero, Steve McNally on the 10th of August? Was he

- (A) At the big Oasis bash at Knnebworth
(B) At home being sad, possibly playing with his Amiga, or
(C) Down the pub being bored shitless by that old loser, Paul Roundell?

It's a tricky one we know, but look around the page and there might be a small visual clue on Steve's whereabouts that weekend. Good luck!

Competition entry form

Please tick the appropriate box

(A) ☐ (B) ☐ (C) ☐

Name(s)/Mr/Ms/Ms

Address

Postcode

Daytime Tel

Now send your entry to: Bizarre Competition, Amiga Action, (UK) Media, FREEPOST (UK) Media, (UK) Media, Cheshire SK10 4NR

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ACTION REVIEW SPORTS SIM



He ain't no Uwe Rosler, but Manchester City fan **PAUL MCNALLY** can hold his own with the best of them in Anco's **Player Manager** sequel

The original **Player Manager** was released ages ago - round about the same time as **Kick Off 3** in fact. Programmed by Dino Dini and Steve Forsyth, it differed from the usual run-of-the-mill management games in that you had the chance not only to play as being the manager, but you could take part in the matches themselves too.

Things haven't changed that much for the sequel. Dino Dini has gone and Anco is putting this one out through Virgin instead of being it alone, but the basic gist of the game is still the same.

You have been given a free transfer in your mid-thirties after a successful international career, and in a desperate bid to fend off your bosnie and the

Player Manager



This is the impressive building from where you make it all happen

The new Anco is an incredible source of all the latest sporting gossip

ANCO TIMES ALAN HANSEN'S COLUMN

Dear Reader, for your info, on 22/02/92 I will be returning to the UK and will be working for Anco Times. I will be writing a column for you in the magazine. I will be writing a column for you in the magazine. I will be writing a column for you in the magazine.



condition of your falling apartwear business, you accept an offer of a job as player manager at one of the league's sleeping giants. There are still a few good seasons left in you, so ignoring the pain from your knees and the jeers of the crowd, you attempt to take your new team to the top of the tree.

If you're familiar with the original **Player Manager** you'll know that the actual games are played using the engine from **Kick Off 1**. I was a little alarmed that the sequel would follow suit and use the dreadful **Kick Off 3** engine for its football sections, but Anco feature massive credit for ignoring this easy option. Instead it's made the effort to design an entirely new match section for **Player Manager 2**, and that should be applauded.

Four play

The most impressive thing about this new engine is that it allows the action to be

All the league teams are in there as you would expect, along with the correct player and manager names

League	Player	Manager
1st	1st	1st
2nd	2nd	2nd
3rd	3rd	3rd
4th	4th	4th
5th	5th	5th
6th	6th	6th
7th	7th	7th
8th	8th	8th
9th	9th	9th
10th	10th	10th
11th	11th	11th
12th	12th	12th
13th	13th	13th
14th	14th	14th
15th	15th	15th
16th	16th	16th
17th	17th	17th
18th	18th	18th
19th	19th	19th
20th	20th	20th



A routine by ACap, and it's in the act.



Manager 2



Team formations and tactics are fully configurable, and careful attention is rewarded for success.

viewed or played from any one of four different perspectives, but about every angle has been covered - excuse the pun - and as each view plays a little differently from the others, it takes time to become proficient at them all, thus extending the game's longevity.

As with the original you can either play at the whole team or just change about in your chosen position. You can choose to play in a right back if you like, but chances are you'll want to be the star striker and knock in those important goals when they're needed. However, if you do decide to play in a forward position, you'll have to coach your team to play exactly how you want them to. After all, there's no point in standing on the edge of the box gawdanghing if your players won't really let up to you is there?

Master tactician

Naturally there's a comprehensive tactics editor and training schedule where you can perfect your every move down to

the smallest detail. The management aspect of Paper Manager 2 is everything we've come to expect, and everything is controlled via a series of screens which can be accessed by a click of the mouse button.

The actual match sequences can be tedious to pick up at first, but once you're used to it there's plenty of fun to be had. If you're a FIFA fan then you'll be at home with the isometric view, but fans of Wimbledon International Soccer and Soccer are equally well catered for thanks to the overhead and side-on perspectives.

Just about everything necessary is included to make this a great game. Graphically and sonically everything is up

there's where you choose the most game's perspective. You'll get all the relevant match details here too.



to scratch, and the management side of things is comprehensive enough to please die-hard fans of the strategy game. Amco should be congratulated for bringing a long-awaited sequel to the Amiga in its time of need.

THE LOW-DOWN

PUBLISHER Amco
CONTACT 01322 202513
HD INSTALLABLE No
PRICE £79.99

GRAPHICS 91%
SOUND 78%
PLAYABILITY 92%
DIFFICULTY Variable

A mco have done it again! All the while fans that with the departure of Don came the first that was kick off! It but the guys are back on team with PMS. It's probably the most "on-the-edge" management game of all time. Played as a star striker struggling to keep his team management job it's time, exciting stuff and the best different perspective you a little more help add to the overall feel of things. It's a shame, and thought of game that a lot of time and effort has gone into. This game should be played on every football fan's shopping list.

REVIEWED BY CRICKEN

SECOND OPINION

A mco's management game (it doesn't mean many of them recently. Anyway, whinging aside, where Soccer Manager 2 falls, Paper Manager 2 succeeds. It's a mighty challenge all round with some pretty hefty graphics to boot.

OPINION BY LARRY

OVERALL SCORE

92%

SIMPSONS COMICS

SIMPSONORAMA

**Competition
frenzy continues
with the chance
to laugh yourself
silly at a copy of
the latest
collection of
Simpsons comics
- Simpsonorama!**

Book Compo!

Notably are they coming to the BBC the Simpsons could also be coming to your house sooner than you think. The comic books are almost as popular as the television series and we've got a few copies of the latest one - Simpsonorama to give away.

This is a collection of stories from four weeks of the comic, all brought together in this splitting Book form, along with a number of other comic bits for you to while away a few hours with.

Seeing as this is such a special prize we're going to ask you to work a little bit harder than we usually do if you want to win. What we want to see is a photograph of you, dressed up as a character from the programme, in the most unusual place you can think of. The most unapproved entries will be chosen as the winners. Remember though, the judges decision is final and all that nonsense, so no angling. Apols don't win. Send your photograph/begging letter to the usual address which, for your information is situated on the very last page of the magazine.

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Giving The Gam

Fate of Atlantis: Action Path

Is there no end to our series of Indy and the Fate of Atlantis solutions? Er, well, considering this is about the 75th month running we've featured one of the many different paths to finish this game, it appears not. And there's still more to come!

Go to Monte Carlo, talk to the strangers and ask if they are Alain Trévire. When you find him he will ask you a question to which you will find the answer in the Lost Magazine of Plato. When you have given him the correct answer he will give you his business card. Now use the card and go to Algiers.

Walk all the way to the left into the back alley and talk to the storekeeper. He will tell you that he isn't Al-Jabbar. Give him the business card that you were given by Alain Trévire and he will tell you to wait until he returns. Don't wait, follow him into the street. This part may take a while to complete as you have to try and follow the servant to Al-Jabbar's house. If he says, "Where did he go?" you should return to the market and try again until you see the servant duck into the house of Al-Jabbar. Now enter the house and walk over to the guard. This guard "they" will start a fight with you.

When Al-Jabbar and his servant leave, you can search the house. Go over and pick up the guide then use it on the hanging clock. This turns out

to be a map. Go and use the card. You will now be in the desert where you have to head for the fossil camp. When you arrive at each camp show the map to the Nomads. They will give you directions to the dig site. When you have arrived at the dig site, go left and head towards the ladder. This will take you to the underground site.

Search for a little metal thing and push it. This will start the generator. Go and pick up the stop sign and the wooden peg on the table. Now go left to the painting on the wall. In between the hands of the painting is a round object. Push the round object to open a secret panel which contains a stone disk. Use the ship's rick on the crumbling wall to reveal a mural. Use the wooden peg with the mural and then the stone disk with the peg. Use the description from the Lost Dialogue to open a secret door. Pick up the stone disk and enter the door.

When the gun-toting guard has finished talking, use the whip on him. You will then have to fight him. When you have beaten him go to the rope and use it to climb into the balcony. Once in the balcony, head north and keep going in that direction. When you land, head towards the path on your left. This leads towards the ruins.

Go over the bridge and pick up the surveyor's instrument. Now go back

and head towards the doors. Around the area are piles of stones. Examine them and you will find that two of them are false. Underneath are two statues, one of a bull's head and the other of a bull's head. Place the surveyor's instrument on top of the statues in turn and use the instrument. Align the cross hairs on the tall tower. When you have done this in both statues you should have a cross on the ground. Use the ship's rick with the cross to find the mechanism.

Return to the path and continue right until you find the spirals. Use the disks on this to open a secret door. Fight the soldier who comes out and then collect the disks and enter the door. Pick up two of the statue heads and enter the door. When you are through, use the whip on the statue in the next room. This will pull the statue towards you and close the gate. Go through the centre door and then through the one on the left. Now go through the door directly to the left of you and use your whip on the statue head. This will then roll down the steps. Follow it and you will step on an elevator which will take you down.

Step off the elevator and pick up the pole. Examine the waterfall to find a hidden chain and use the chain to climb up it. Go through the left door and use the three statue heads on the shaft. When the door is open, enter and go through the centre door then the right door.

Use the staff on the clock then return through the two doorways and go right. Use the staff on the mouth of the head, pick up the gold box and go back to the elevator room. Now go right. Continue to push the blocked door until it falls, enter the door and, use your whip on the clock overrapping. Walk over to the stone slab and walk behind it. When the guard is in front of it, push the slab and enter the doorway which the guard came through. Fight the other guard and enter the door. There are five doors to choose from, including the one you just came through. From the doorway, count three and enter the third one.

Fight the guard and enter the doors until you appear at the top of a room with a big guard and a staircase. Go over to the staircase and push it. This will kill the guard. Now return to the room with the five doors in and take the door on your right. You should now appear where you killed the guard. Pick up the staircase and enter the door in that room.

Go through the right door until you hear singing. Now enter the right





Walk to Sternhart

Give	Pick up	Use
Talk to	Push	
Look at	Pull	



Go down the stairs and up the stairs. This will block the door to go down the stairs and give the drunken sailor the title of a song. When he tells you to go, walk towards the right door and use the staircase with the book. Now return to where the drunken sailor was and look at him. When you have the amber fish go through the right door and use the amber fish. This will point to the right. Use your whip on the go and you will have found the book. Return to the drunken sailor and enter the floor to appear at the map room. Use the disk on the spindle and when the door opens, enter and look at the stone printer. Now enter the labyrinth exit which will take you to the.

Go left into the path away from the doors. In the distance are mountains with three paths. Two of these lead nowhere and the third leads to a track and a railroad entrance. Look at the track and pick up the type repair kit. Now return and talk to the captain. Tell him you wish to go to Atlantis and he will ask for confirmation to call to. You have four possible distances and four directions to call to. Choose where you wish to



Give	Pick up	Use
Open	Talk to	Push
Close	Look at	Pull



call to and once on the boat, open the locker and use the type repair kit with the diving suit. Now use the suit. Get inside to use the wheel on you. The will lower you into the water. If you get the position wrong you will return to the dock and get to try again. When you are lowered into the water you should find Atlantis.

After the animated scene, walk towards the cave until you find the entrance. You will now be at the entrance to Atlantis.

Go down the stairs and pick up the wooden ring. Go right and use the ladder to go to the top. Climb the ladder. Then pick it. Open the stone ring. Inside is a metal rod. Use a board with it to pry open the light. Use the disk on the spindle. When the mouth of the cavity opens, use a

board in it to open the big door. You are now inside Atlantis. When you enter you will get a view from above. Around the area are question marks. These are rooms which you can enter, but unfortunately you'll have to wait about three or four months because we're right out of space in this house. Sorry.



Fate of Atlantis: Action Path

High Seas Trader

Shiver me timbers, splice the mainbrace and pass the cat o' nine-tails. We've pressganged Daze into penning a player's guide to their ocean-going epic, and for a few pieces of eight and a jug of ale we'll share it with you. Har har! (Cringe)

Your goal is to rise through the ranks of the "Merchant" Guild by increasing your trading in four categories: sailing, however, buying and selling. You begin with the status of *Peedler* and if you do well enough you'll advance to *Joyn-voyman*, *Tradesman*, *Merchant*, *Master Merchant* and finally, *Viscount*.

Here are a few steps that you can follow to help ease your passage through this sea-faring strategy test.

1. Choose your nationality carefully at the beginning of the game as this will determine your home port, your relations with other ships, and may prevent you from entering many parts of your chosen land sea.

2. You begin the game in your home port, and your first stop should be the *Tavern*. Here, have a chat with the *barman* as they have some information about the international

market. (Remember, if your crew has a few morale, go to the *Tavern* and get a few rounds in - this will cheer them up a bit and)

3. You begin the game with a small number of men under your command but it will be useful to take on some additional crew members in the *Tavern* - either sailors skilled in combat or apprentices who are cheap. Check the morale level of your recruits as this will affect the morale of your sailing crew.

4. Make sure you use the bank to deposit some of your gold. This way if your ship is defeated you will not lose everything.

5. If you participate going into combat, make sure you sail with



some repair materials such as planks, so you can repair any damage of sea.

7. Begin the game with small trading runs - don't undertake long and risky voyages right away. As you progress, your savings will increase and you can hire more crew members, to get onshore and eventually bigger ships. *Wishart*

8. Your first goal should be to make as much money as you can. Then you should begin to buy treasures from dealers and purchase an estate in your home port. Check your Guild ratings in your cabin to see your progress from *Peedler* to *Viscount*.





6. Remember, with the exception of rats, lower quality ship components will be damaged more easily than higher quality ones.

6A. Chain shot and grapple shot have a shorter range than round shot. We're not sure how much damage you can actually inflict with a grapple, but we feel a bit shy of this particular fruit beyond about a few claims that are difficult to get out.

6B. If your ship is damaged and taking in water, unman some cannons or lower your sail. **How can these actions give you time to barge duty.**

6C. Taking on passengers will take up cargo space—each passenger will occupy one ton of space in your hold.

6D. If you don't have enough money to upgrade your ship, an improved set of sails is the next best thing.

6E. Avoid reacting to piracy. As soon as you begin to open fire on ships from your home country or those allied nations, you will find yourself under constant fire. When your country is at war you have a gut-bet ship in tight among ships. Private ships are always fair game.



6F. Once you have enough money, start visiting foreign ports. The more ports you visit, the higher your standing will be with the right kind of people.

6G. Buy all the charts you can. Once you have the copy of every chart you will only need to buy new ones to update times of piracy. Without charts, your crew may panic and make you waste their plans.

6H. Beware the scurvy dogs who try to make you transport contraband. Sometimes they find themselves in for a fight as soon as they set sail. Even if you win you may find that your associates will look down on you. On the other hand, never pass up an opportunity to help your fellow countrymen. It also pays to be kind to the poor.

6I. Don't pick up any passengers unless you are already heading in their direction, or if you are just passing them between close ports.

Combat Tips

If battle is tight, consider upgrading only one side of your ship. Always keep that side to the enemy from then on.

Don't be afraid to run from a fight if you are losing or overmatched.

When you are starting out you might consider sailing off your cannon, armor and repair supplies as you have some extra cash and room in your hold. Remember that smaller, lighter ships are faster than larger, heavier ones.

Make sure there is at least one unit of small arms for every member of your crew. This way if you get boarded you will have a good chance of survival.

Also, remember a soldier with a gun is four times more effective than an unarmed apprentice.

If you want to attack and plunder other ships, one chain shot for your cannons. This will rip your victims' sails so you can easily board and plunder the cargo. Round shot will destroy the hulls and sink the booty.

Crew Management

Managers as large a crew as you can afford. Keep an eye on your supplies, particularly your rations. Also, remember that fresh goods last longer in stock than all of them other rations.

Keep an eye on your crew's health and happiness. Give them a good supply of rum or buy them drinks at a tavern to keep them happy. If their health and morale are low, board rations. Make sure you stay in chartered waters as much as is deemed.

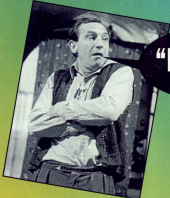
Making Trading Decisions

Referring to the barometer may lead to big profits. If you notice low numbers on your trading log, it's a fair bet that an event is affecting that area. Unusually high prices at a single port may indicate a pirate raid. Keep an eye on that all-important cash-flow situation—while you're in the selling and the buying business, don't you still have bills to pay.

Considerate on selling specific high-price items once you have built up some inventory. Such products cost a lot but will usually bring a nice price if bought and sold at the right ports.



High Seas Trader



"My God!"

**Cele
from
Beyo**

try. Can't some people just won't leave you alone. There I was, lying in my coffin, thinking about wine fairs and stinking Vienna, when those boots from Amiga Action come and dig me up to write two pages of adventuring tips. What's the world coming to? If I didn't know he was dead too, I'd say that long-haired layabout of a bodger from upstairs was behind all this. I never did trust him... shifty eyes. I wouldn't put it past that other one either, in fact I'm surprised he didn't dig me up as soon as he felt hungry. That's how they do things back where he comes from you know... oh yes. Dead at half past two, eh? Garryard Special by seven o'clock.

Come on, let's get this over with then...

Operation Stealth (Second & final part)

IN THE CAVE

To escape from the cave, OPERATE the stones on the ground and USE the ropes on the metal object. OPERATE the ground to find the pictures, then OPERATE the pictures four times where the birds are is coming from (in the left). This should make a hole big enough for you to walk through. This leads to the swimming section.

As long as you stay relatively close to the rocks (without grilling, naturally) you should get through all right. You should now appear back at the boat's.

Go to the beach in front of the boat and USE the coins on the man to buy a bracelet. Go into the boat and walk up to the third floor (DON'T use the lift), going into the room at the far right of the corridor. In this room you will be taken prisoner and taken out on a boat.

When you are on the boat, OPERATE the bracelet and wait until you are flung into the sea, where you hit the bottom. OPERATE the bracelet and wait for the girl to reach

the seabed. When she does, OPERATE her and swim to the top to be rescued.

Following a brief animation sequence, there is the maze section. Try to be patient when finding your way through and save your game positions as often as possible.

After leaving the maze, OPERATE the doors and go into the office. OPERATE the arm of the statue, which should reveal a safe. USE the box on the safe and OPERATE it to turn it on. THE little red light indicates the number order for the code box, for example, if the box shows a seven and the red light is on the far right, then seven is the fourth number. OPERATE the buttons to enter the numbers. OPERATE the box and TAKE it. The safe will open to reveal some documents. TAKE them and you will be caught a third time.

Next are a couple of action sequences, which take practice to overcome - so stick at it! Well, you should end up in a friendly nuth, where you will be given some new gadgets. Following this is another swimming sequence. Avoid the sharks and swim to the sea bed where you should EXAMINE a piece of seaweed to find something hidden

underneath. EXAMINE the patch again to get some elastic, then swim as far right as possible. OPERATE the tree, then OPERATE the buttons and swim through the hole into the lake. OPERATE the portfolio, at which point (in and behold!) you will be... wait for it... taken prisoner again!

You will be placed in a cage suspended over a tank of piranhas. USE the pen on the lock and USE the switch on both sides of the wall. Quickly swim over to the right and OPERATE the grille. This reveals an air conditioning system with four motors similar to the one in the palace, so be patient and save often!

Once out of the ducts you will be in a bathroom. OPERATE the guard, TAKE his boots and his face, then USE the keys on the guard. TAKE the napkin and USE it on the guard. TAKE the clothes and TAKE the glass from the sink.

Leave the room and go left to the exit at the bottom. Enter the room in the middle and OPERATE and EXAMINE the drawers until you find some blank stamps and keys, which you should TAKE. USE the keys on jobs, leave the room and go right, entering the room.

EXAMINE the clothes and TAKE the instructions. USE the glass on the fountain. OPERATE the garbage dump. TAKE the boat and leave the room. Exit at the top of the screen, where you will be asked for a glass of water, which - of course - you have. Go back up and walk left through the room, going up to the first room where the Officer is waiting. USE the full glass on the

Celebrity Guides from The Grave

With our Guides from the Grave series now in full swing, we've returned to the Sadly Missed Comic Genius section of the cemetery to charge Leonard Rossiter with the task of carrying on from where Sid James left off last month

appear and stand at the corner of the desk. TAKE the stamp, pointing to the left as you do so (this is vital). Go back to the room with the box and the fountain and TAKE the left pad by the print-out. USE the stamp on the pad into USE the pad on the instructions.

Exit the room and go to the room with the security door. OPERATE the cigarette case and OPERATE the top cigarette on the box. USE the paper on the glass to reveal a fingerprint. USE the fingerprint on the panel, pass through the door and go down the passage. USE the authorized mission on the wall and go into the passage. USE the electric cable on the plug socket and OPERATE the razor. USE the razor on the bin, EXAMINE the bin, then USE the razor on it again. Now go through the door to meet the mail delivery.

When the island returns, wait for the voice from the razor to appear and USE the bottom cigarette on the computer. As soon as the computer blows up, OPERATE CRIM. Once he's been down stairs, USE the CD on the CD player and quickly go out of the door. You should now be hanging on to a helicopter, so creep quickly USE the elastic on the handle. When you are falling, OPERATE the hand and you should fall into it. Dr Why tries to launch you, but the elastic causes the bomb to fly back and destroy him, leaving our gallant hero to

escape to safety and get the girl in true love style.

Beneath a Steel Sky (Second part)

Go play the video tape you got from Lantz's apartment to distract the dog. Take the dog biscuits and leave. Go back to the elevator and the bricks. Exit left, left When Miss P and her mutt come around again put the dog biscuits on the plank and pull the rope. Time for the mail to take a bath. You can now get into the cathedral. There isn't much to do in there but you will find that Anita is dead. Exit upper right where the guard was standing, up through middle door, open middle locker. Time to go back to the reactor and investigate. Left, left, left, right, left, upper right, right. Open the middle locker and put on the radiation suit. Go right. Use the control panel to open the reactor and go get Anita's card from the machine. Leave the machine. Exit left. Put your clothes back on.

Go back to the Security building. Left, left, left, left, upper right, left. Use the interface with Anita's card. This part is time dependent, you may need to slow down the speed. Use Mind on the first eye, go right, use Mind on the second eye and go up immediately. Go up, right, and pick up the tuning fork. Did you make it in there? Go left again. Use the playback on the wall.

Disconnect. Go down to the park. Exit, left, right, left, left, left, right. Talk to the gardener/Idiot. Talk to the boy. Talk to Idiot again. Head to the south-east end in the club. Exit, left. Delivered Mission.

After you help him out, go to the club. Exit right by the downstairs and play the first song on the jukebox. When the owner gets up take his glass from the table and head to the impatient doctor. Exit left, upper right, left, left, left, left. Give the glass to him and he will copy the fingerprints onto you. Time to pick up something before you go to the wine cellar. Go to the shed. Exit right, right, lower right, left, right, lower left. Look at the door. Use an id card on the lock. Go in and get the clippers (downstairs). Head back to the club. Exit left, left, club door. Put your thumb on the metal plate next to the door in the upper right corner. Use the crow bar to pry open the lid of the packing case and place it on the smaller box. Climb up on the box and use your crow bar on the grill. After you make the hole use the clippers to gain entrance.

Right, now clear off. When James has just come out of the bathroom and you get to give her close another year of pain, I need to check the lyrics as well, in case there's something blocking it...

Last month's 'celebrity' from beyond the grave will guide you through the rest of beneath a Steel Sky. There'll also be the first part of another multi-through guide, and lots of word catchphrases from the last few days of the British sitcom.

Swap Shop

When selling stuff through Swap Shop (and it doesn't have to be games - washing machines, cars, stolen cigarettes... anything good) you can of course ask for whatever cash you like. Your chance of a response is better, however, if you keep your expectations realistic. This is the Amiga Action swap guide, using 'example bundles' and assuming that everything is in good condition and machines come with a mouse/joystick.

Buys - if the prices of the ads tally with these examples then you aren't getting ripped off. Probably.

A500 1 meg - £80
CD32 - £80
A500+500 - £180
A1000 - £150
CD32 with 25 games - £700
A500, external drive with 50 games - £200
A500, 500 hard drive, external drive & 50 games - £300
5000 Benson & Hedges bar for 50pings in slightly damaged boxes with no questions asked - £250

Amiga 1100 boxed, as new with Amiga scan upgrade with option for MMU and FPU on scan board worth £500 sell for £170. Phone 01206 870932 and ask for Chris. Also listed wanted below.

1) + 15. Does not have to have an Amiga but it would help. Write to Ad and send a photo if possible. Please respond. PL, my birthday is (twice) 14th of June so send me a card. Adam Harris, Myrtle Avenue, High Street, Poole, Dorset, TA14 8PT. For sale/swap. GVP disk drives + rambo 2PRT (7) Pro Picture grabber, complete with instructions and disk. (Boxed) Open to offers or suggestions for swap. Mr B Shaffer 0800 717655

For Sale: The Cue £12 and Colonisation £19. Both games boxed as new for A500. Ben Field, 2 North Dimsen, Gillingham, Cornwall, PL18 1BY

Wanted: A500 contacts to swap games, info for sale page swap page. Write to Richard Whitwood, 73 Corporation Road, Gillingham, Kent, ME7 1BS

Want of Amiga games for sale at low price. Send VISA for free list to 37 Hollinhurst Avenue, Bramcote, East Birmingham, Dorset, B9D 8BB

For sale, three of the Cosmic Forge. Champions of Krym, Journey, Dark Zone, Arthur Quest for Excalibur £5 each. Lost Treasures of Infection £12. Other adventures available. Please phone evenings only - Jay Bailey, 04166 102381

Swap Sale for Simon the Sorcerer A71000, G Watson, 3 Richmond Road, Gainsborough, Lincs, DN1 1TF. Female post jobs wanted. Write to Chris at 87 Tilgarn Road, Garthamlock, Glasgow, G33 5HD



Beal Worms: Worms Custom Disk from Stark and Miff. Send blank disk +10p to 4 campaign way, Wilham, Essex, CM8 2DD

10 Top Amiga games for £10 the lot. Includes Dark Seed, Valkyria, Monkey, Bloodnet, War 3, D082, Legend 2, Heimdall 1, Indy and Last Crusade, King's Quest 3, Body Blows, Shadow of the Beast 3 and Granatious. No separate offers please. 0181 297 1033 after 5pm thanks. Boxes brutal football for sale £5 or near offer, or will consider decent swap. Please after 5pm. 0121 744 1788

Last chance! Amiga games must go! Just £40 for 53 great games includes Bloodnet, Valkyria, Dreamweaver, KQ3, D082, War 3, Darkseed, Heimdall 2, Legend 2 Plus more. Also maps and disks thrown in free. Buyer must collect. No separate deals. Please call Shelia 018129 71005 evenings!

Amiga CD32, 11 great games (worse than eleven?), Worms etc.

Swap Shop



Demo CD's, extras, 3 professional controllers, excellent condition, fully boxed £170. Ring 01132 692 050

Wanted: Player Manager 2 for the A500, Will swap for A78, or Super Skidmarks.

Also: Worms for sale £8.00. Phone after 6.00pm 01630 584888 and ask for Colin

For Sale: FIFA Soccer 07, Settlers 07, 0248 Ds, Frontier Elite II CD 04, Populous II 04, Theatre of Death 04, Alien Breed 92 04, Dune II 07 plus many more boxed originals. Write with SAE or phone for list. All very cheap. Derek Noble, 17 Chorlworth Hall, Pudsey, W Yorks, 01174 448809

A1200 for sale, mouse, joystick and six games, 1mb of 32 bit ram expandable to 4mb. 512kb of ram 0109. Games 0161 448 2080

Penquins wanted: r/c 10 years old. Want male or female between 10 and 15, 100% reply to every letter. Viki Blackshaw, 23 Cherry Orchard, Gillingham, Canals 084 547

Sell A1200 Airbus for £30 (applied), brand new, boxed, good condition and all manuals, or willing to swap for Championship Manager 2. Phone Alad Rhys Bunyan 01554 838 608

Wanted: Cheap external disk drive and cheap CD12 console. Will pay any reasonable price and any postage costs. Phone after 6pm, 0121 744 1388

Amiga contacts/penpals wanted to exchange PD, games tips, and chat. Send your list of swaps for mine (you mean list of PD of course!). 100% reply. Gavin Gane, 183 Solihull Road, Shirley, Solihull, West Midlands, 090 810

For Sale: Championship Manager 93, 94, 95, £5 each, £15 for all. Sensible Soccer - International Edition £5 each, £8 for both. Also FIFA 94, 95 for Mega Drive £8 each, £14 for both. Contact Steve Thomas on 01480 349275

For Sale: CD32 plus CD games and S&T expansion

module, Sony disk drive and keyboard worth £410, sell for £390. Other sensible offers considered. Must be able to come and pick up (you don't want much do you mate?) Jason Hill, 01288 354034

A600 for sale, complete with 1mb of extra memory, 100 blank disks, workbench 2.85 and 3.0 disks and seven fighter v2. Sell for £220 the lot. Please phone after 5pm. 01475 329617

Amiga games, many quite rare, and magazines for sale at knockdown prices. All originals. Write to Stuart Hardy, 33 Fir Tree Drive, Walsley, Sheffield, S21 8LZ

Amiga 500 + 1mb trap door ram expansion with clock. Can post £16. Telephone 01764 508105

PD contacts wanted: For Celtic: Cameron Fodder 2 (03), Simon the Sorcerer (07), Seymour goes to Hollywood (03), Pinball Fantasies (03), and Pinball 03. Andrew Jackson, 7 Nut Tree Close, Rind Huntingdon, Highbridge, Somerset, TA9 1PW

Swap A500+ games, Pinball Dreams, Quest for Glory 2, Graham Good World Class Cricket and Second Innings: Star Trek games for A500 1 mag wanted or any flight sim games. T Salisbury, 770, London Road, Wilmorton, Dorset, DT12 8LT

If we could be bothered changing the coupon so that it had less boxes for words, we would. But we can't be bothered, and instead insist that if you must fill it, then at least only have one word in each. Anything else will only cause us to throw your ad in the bin, so who's losing out there? Is it us? Is it Mr, of course it isn't.

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THE MINI SERIES

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Don't tell anyone I told you this first. If you enter chances are you're going to win because we surely got twenty entries for the better games than this one here. As you can easily see, this box set will sell double in the next week.

Too stingy to pay the measly asking price for this superb game? Well how do you fancy winning one? Who's going to give you such a chance in a lifetime? Who do you think? You don't deserve us you know. You really don't

Right, so moving ahead here, you all know how good Vulgar is, you've all played the console, read the reviews and lost your hair out over the earlier games in the series, but Fortress of Eve is the best by some distance and we've got twenty copies to give away to our readers who can answer the old as boxing question posed elsewhere on this page. For those who don't know this is perhaps the most taxing game in the series, and that's some claim! However, it never gets boring even when you're stuck, and after all, help is only a phone call to Portsmouth away between the hours of two and four in the afternoon of course! We don't often say this about Amiga games these days, but this is a most hard product and, being the kind souls that we are we'd hate to see anyone who sat, so get entering.



Competition entry form

Question: Of the two creative geniuses behind Vulgar Software, Paul and Lisa, which has just spent the last nine months or so being pregnant?

Name(s)/Mr/Ms/Ms _____

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Please send your entry to: Vulgar Competition, Amiga Action, BDG Media, 1000/1001 (B0000), Blackfield, Cheshire SK10 4NP.

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It's a city, full of software, hence the name...

Software City! Dubbed 'a revolutionary concept in multimedia retailing' this brand new thing supersedes what is possibly the UK's first software retail chain! (Ring on, what about B&B, Virgin, Game and all that lot?) Err, okay, point taken. I'll start again... when Software City! Dubbed 'a revolutionary concept in multimedia retailing' this brand new thing supersedes what is the UK's first software retail chain to be named, Software City! (That's better). The brainchild of former divisional director of Sainsbury and MD of the UK's exclusive Nintendo distribution, Software City aims to open its flagship store this being in the centre of Leeds, and then build the chain into a whopping 50 shops by the year 2000. All your multimedia needs are tended to in this manner, software oasis, which aims to give the punters the games they want, the help they need and quite possibly the lowest priced software this side of Europe. All you Amiga gamers have to spend, spend, spend should be overjoyed as the first shop in the chain of 50 (the one in Leeds is more open, to get down there and tell 'em we sent you! [file get a timetable discount if you do]. Software City. eh? What a concept!



Vibrating vests!

The Aura Interactor is the newest piece of gaming technology to arrive from the States and can be rigged up to almost any gaming machine on Glast's green earth. The idea behind it, simple, plug it into your gaming hardware, strap it all to your back and revel in the delights of 'feeling' every bit of impact as your on screen alter ego either punches, kicks or shoots his wayward! Coins and other such first person perspective bladders are an ideal way to try the Aura Interactor out, allowing you to 'feel' each bullet as it penetrates your dim conscience. One-on-one fighting games also benefit as each blow from your opponent will result in vibration shudders rushing through the Aura Interactor - direct to your body! Add on Aura Interactor Cushions and also available on your bottom doesn't get left out from this truly exciting piece of future technology! The backpack will set you back about £250-300, with the cushions, retailing at around £200-250, but if you bring one for your machine, but alas, can't afford it, we here at Amiga Action can allow you to live out your dreams with this amazing concept simply answer the following questions and if you're the lucky one to get picked from the pile we'll send you the Aura Interactor! Cool eh? Right, here we go: Are you currently planning a head cent to join the ever growing range of interactive add-ons, five or fewer? Answers to the usual address and mark your envelopes "VIBRATING VESTS". Good luck!



A Marathon Mega Bite!

This Internet little Internet item turned up on our fabled news desk and features the latest downloading interactive games for its site on the internet - phew! Your mission, should you decide to accept it - is to search out the missing 'golden peanut'. You're tempted aren't you? I can tell. Anybody.



The aforementioned 'nut' has been transported into some kind of 'inner sanctum' within a complex maze on the net, and its your job to find it, find levels and new challenges await you throughout the year as you find keys, decipher tricky codes and race to locate that infamous golden nut. Apparently, this is only a small part of the SHOCKERS! AMIGA 8000 global magazine on the internet, and you can find out what else there is an offer where you point your browser to <http://www.shockers.com>. Let's face it, it's bound to be a lot more interesting than surfing the world wide web for new Amiga products, isn't it?

"Can you dig it?"

AMIGA ACTION

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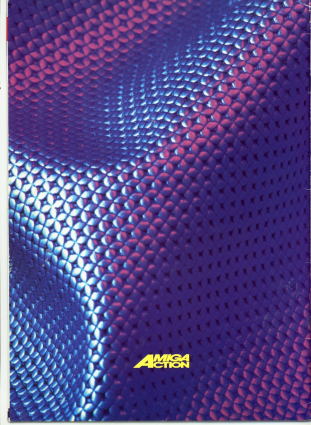
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A WORD TO THE
WISE WITH JOHN SHAFT





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